
Subject: Re: GRR @ HARVYS

Posted by [CrazyBastard](#) on Sun, 26 Mar 2006 06:18:34 GMT

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is that so? according to the renhelp site it says to do the waypoints first...then add the pathfind generator and generate sectors....Ill try doing the waypoints from scratch. I regenerated the sectors and low and behold..... GDI had a traffic jam outside the WF and Nod was working properly :S

File Attachments

1) [harv prob 2.JPG](#), downloaded 157 times



crazfulla

NW

EVA
+ 200
150

Credits: 98
Time Remain